

THE DM TOOL CHEST

LEGACY OF THE DAMNED

STRINGS OF POWER PART III

A RACE AGAINST TIME LEADS THROUGH A SHADOWY HIDEOUT TO AN UNDEAD FLEET



LEGACY OF THE DAMNED

Legacy of the Damned is a Fifth Edition adventure for **three to five characters of 5th to 6th level**, optimized for **four characters with an average party level (APL) of 5**.

Unwittingly ensnared in a dark syndicate's plot, adventurers race against time to prevent an undead invasion through a covert tunnel leading to a once-safe beacon. Their journey takes them from deadly sewers to the lighthouse's peak, where they must thwart the malevolent plan or see their city devolve into chaos.

ADVENTURE RULES

The 5th Edition core rulebooks are recommended to run this adventure. A free copy of the 5th Edition System Reference Document (SRD) and basic rule set can be found online and can be used in place of the core books.

A boxed description like this is meant to be read aloud or paraphrased for the players. These suggested prompts may be used or disregarded at the GM's discretion.

In this adventure, references point to information presented outside the module. Magic items, spells, and

equipment are *italicized*, and their descriptions are located in the core rulebooks or the 5th Edition SRD.

NPC and creature names are **bolded** to indicate the stat block referenced for combat purposes. These statistics are located in the core 5th edition monster guidebook, the 5th Edition SRD, or presented in an attached appendix.

STRINGS OF POWER

Strings of Power is a three-part adventure series that plunges players deep into the intricate criminal underbelly of Haven, the City of Crossroads. Throughout the series, the party uncovers complex schemes, navigates dangerous alliances, and confronts the city's darkest secrets as they find themselves inexorably drawn into a clandestine shadow war for control of the city.

In this third and final adventure, the characters find themselves entangled in a covert plot orchestrated by a shadowy criminal syndicate. Guided by malevolent necromancers, the syndicate aims to seize control by unleashing an undead horde through a secret tunnel connected to a captured lighthouse. As the party journeys from a hidden lair in the sewers to the besieged lighthouse, they must race against time to thwart this nefarious scheme and prevent a battle that could consume the city.

Each adventure is designed as a stand-alone module that can be played independently of the full series. Parties can choose to tackle a single adventure for a shorter campaign or embark on the full series for a grand, city-spanning epic. Each installment builds upon the last, yet it also offers a unique and complete story arc. This design provides you with the opportunity to tailor the adventure series to your campaign needs.

BACKGROUND

The city of Haven stands as a vibrant hub of culture, trade, and politics, but its bustling streets hide a complex web of intrigue and danger. Positioned between two once-warring empires, Haven's peace has been hard-won, and beneath its thriving streets, the shadows of conflict still linger.

The Shadow Hand, a secretive smuggling ring, serves a purpose far beyond their simple criminal facade.

Guided by the sinister necromancers of the Black Skull Brotherhood, they seek to reshape the entire region by striking at the heart of the Freelands. The Brotherhood's motivation is clear: to create chaos and forge a new order from the ashes, an order they alone control.

The party have already been entangled in the Shadow Hand's machinations, although they have been unaware of this truth. Through cunning manipulation, the organization used them to dismantle rival factions like the Talons gang and expose the Veiled Order. These actions have cleared the way for them to dig a secret tunnel from Starwatch Lighthouse into the city's sewers, paving the path for their undead invasion.

The plot revolves around a fleet filled with undead horrors sailing under cover of darkness to the recently captured Starwatch Lighthouse. Once a beacon of hope that guided ships into the safe harbor of Haven, it now serves as a gateway for the necromancers to attack the city from within.

The characters now stand on the brink of a race against time to thwart the Shadow Hand's vile scheme. Their journey will take them from the hidden lair within the city sewers to the towering Starwatch Lighthouse, where they must confront the undead invasion to prevent a battle for control of the city.

ABOUT HAVEN

Nestled on the Breakwater Coast near Mt. Honris, Haven is a bustling, vibrant metropolis and the capital of the Freelands. It's a city of contrasts, where ancient traditions meet novel ideas and the sparkle of progress illuminates the shadows of the old ways. Districts with different characters, like the Glittering Quarter, the Waterfront, and the Sages Quarter, each hold their own distinct charm and mysteries. From the sunlit docks humming with traders from distant lands to the hushed whispers in the shadow-filled corners of the Undercrypt, Haven pulses with life, intrigue, and the promise of adventure.

For its citizens, Haven is a city of opportunity. Dreamers, adventurers, scholars, and beggars alike can find a place for themselves amidst its winding streets and sprawling marketplaces. Yet beneath the city's bustling exterior, secret societies, and hidden agendas weave a complex web, waiting to ensnare the unwary. But for those brave enough to navigate its complexities, Haven offers a chance at fame, fortune, and perhaps a place in history.

While this module includes all the information needed to successfully run the adventure, for a more detailed look into Haven, its landmarks, key NPCs, and secrets, refer to the *Haven: City of Crossroads* sourcebook. The sourcebook is a comprehensive guide that provides a more in-depth look at the city's history, politics, and dynamics among its different factions.

ADVENTURE SUMMARY

The adventure begins with the party meeting with the investigator named Nightshade, who has been uncovering clues that guide them to the Shadow Hand's hidden lair within Haven's sewers. There, they navigate traps and enemies to reveal the Shadow Hand's plans for an impending invasion. Upon learning about the secret tunnel leading from the sewer hideout to the captured Starwatch Lighthouse, the characters must race against time to reach the lighthouse before the invasion forces arrive.

Upon reaching Starwatch Lighthouse, the party faces the undead horrors and necromancers of the Black Skull Brotherhood. The climax of their mission is to stop the fleet from reaching Haven and unleashing its undead cargo by using the lighthouse's light to sink the ships. This leads to a final confrontation on the beach of the island against the undead who survived the wreckage.

RUNNING THE ADVENTURE

This adventure is broken up into two distinct parts:

Part 1: Hunting the Hand. The characters embark on a mission against the Shadow Hand smugglers, finding them in the notorious Rat Tail Tavern and following markings through Haven's labyrinthine sewers to a concealed hideout. Inside, they stumble upon Lira Featherfoot, a bard they may recognize from Wisteria Manor, among prisoners forced to dig a perilous tunnel beneath the bay to the island housing the Starwatch Lighthouse. Collapsing this tunnel threatens to unleash a vacuum effect capable of annihilating the entire waterfront and inflicting catastrophic damage on the city. Lira races to summon the city guards, leaving the party to explore further down the tunnel.

Part 2: The Cursed Fleet. Emerging from the tunnel, the party find themselves at the foot of Starwatch Lighthouse, now swarming with undead and agents of the Shadow Hand. Fighting their way upward, they reach the lighthouse's summit, where the keeper is bound. Together with the keeper, or possibly a book of signals,

the characters manipulate the lighthouse's beacon to send false signals to an approaching dark fleet. Concealed by magical fog, the ships are led astray into concealed rocks and founder. Though many of the undead perish, some reach the island's shore, storming the beach in relentless waves. Just in time, Captain Zhalia and a contingent of city guards arrive, taking defensive positions to help repel the undead onslaught.

ADVENTURE HOOK

As the city of Haven stirs to life with the bustle of early morning trade, a courier delivers a sealed note to the party. The elegant script inside requests a meeting with Chen Liwei, a renowned private investigator nicknamed Nightshade for his nighttime proclivities and for his deep insights into the city's criminal elements. Nightshade's office, situated above the Coin's Toss Inn in the Grand Exchange of Haven, holds a promise of intrigue and danger.

Upon arrival at Nightshade's dimly lit office, filled with the fragrance of foreign spices and the scattered remnants of countless investigations, Chen greets the party warmly. His eyes, sharp and inquisitive, glance over them as he shares what he has discovered about the Shadow Hand. This is no ordinary smuggling ring; he suspects it has dark and insidious plans for the city, possibly connected to the murders of bards in the Glittering Quarter and various black market dealings.

If the party has been following the *Strings of Power* adventure path, Nightshade expresses his gratitude for their assistance in exposing both the Talons gang and investigating the Veiled Order. His trust in the party is evident, and he reveals that he needs their unique talents again. Although this may be the first time the party has met the investigator, he has been following their actions and knows they are trustworthy. A character who succeeds on a DC 13 Wisdom (Insight) check recognizes Nightshade's sincerity in protecting the city from criminals.

Nightshade's next lead requires delving further into the depths of Haven's underworld. He's learned that members of the Shadow Hand have been frequenting a seedy tavern known as the Rat Tail on the Waterfront. Eager for the party's assistance, he extends an invitation to accompany him there, promising that the answers they uncover could be the key to unraveling the Shadow Hand's nefarious plots.

CHEN "NIGHTSHADE" LIWEI

Residing within the heart of Haven, Chen "Nightshade" Liwei (neutral good, wood elf **scout**) uses his ranger skills not amidst verdant forests but within the city's labyrinthine alleys and towering stone buildings. He sports an ebony-like complexion, accented by a cascade of sapphire-blue hair and ocean-emerald eyes that smolder with an unyielding curiosity. His forehead is adorned with a cosmic tattoo, a tribute to the constellation visible the night his sister Lin's life was tragically

taken. Serving as a private investigator, Chen works across the city, seeking justice for the crimes Haven's City Watch fails to resolve. His current quarry is a gang of thugs, the Talons, plaguing local business owners with threats of violence.

No city faction endorses Chen; his solitary spirit is seen as an insubordinate trait. However, Lorna, a halfling barmaid with a spiderweb of connections that stretches throughout the city, willingly lends him a helping hand. The specter of his sister's unresolved murder looms over Chen's every step, fueling his animosity against the enigmatic Crow, the supposed shadowy leader of the Shadow Hand smugglers. Should they need insight into Haven's dark underbelly or run across the Talons or the Shadow Hand, adventurers might cross paths with Chen. His office, a rented room above the Coin's Toss Inn, is his sanctuary and base of operations.

Trait. "In the endless puzzle of this city, nothing is without reason; every shadow hides a secret."

Bond. "The cobblestones of this city are stained with my blood, sweat, and tears. I'll defend these streets till my last breath."

Flaw. "Often, I find myself entrapped in the dark maze of my cases, blind to the world outside my obsessions."

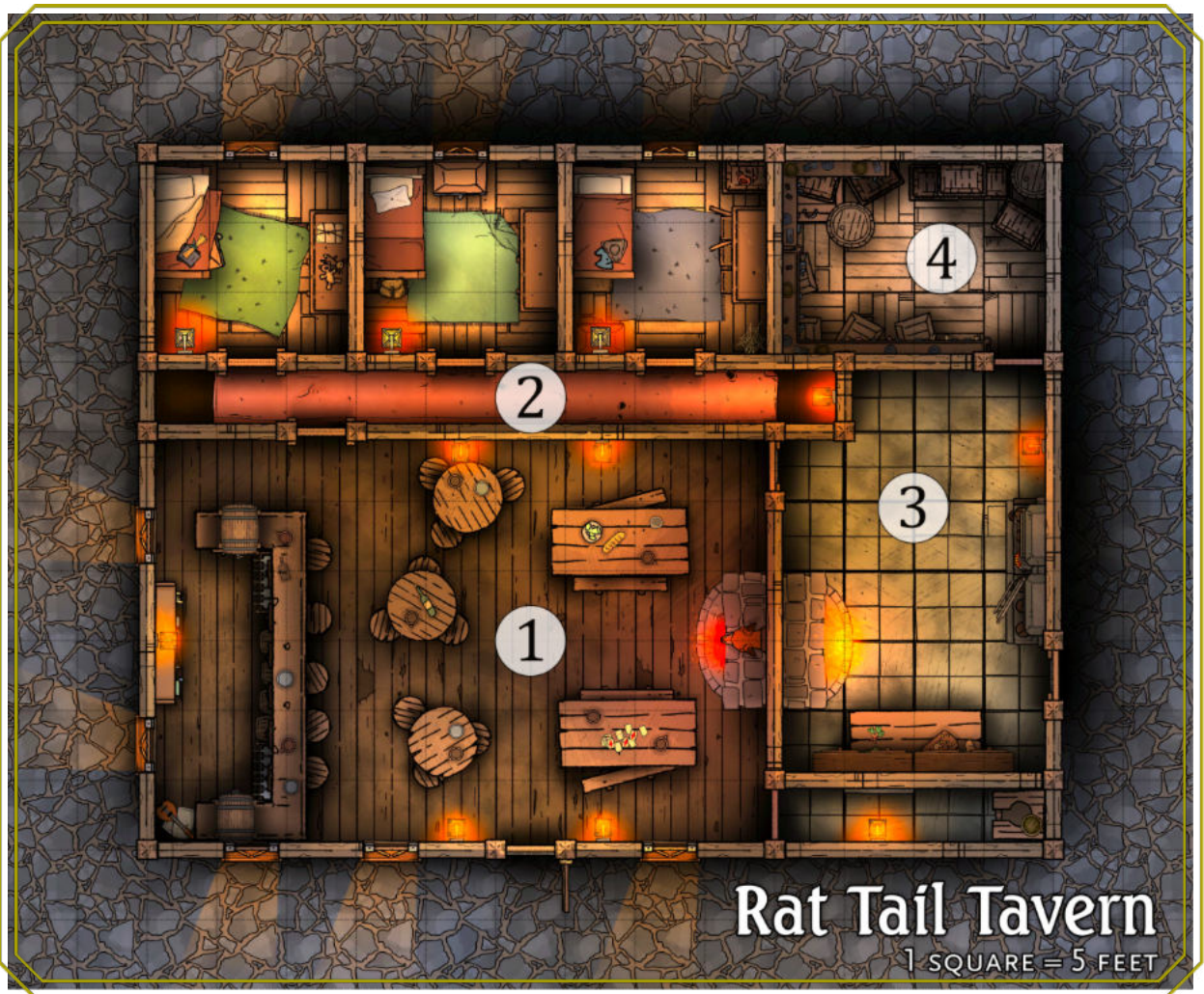
THE BLACK SKULL BROTHERHOOD

The Black Skull Brotherhood isn't just a spooky story to scare kids; it's a real and dangerous network of necromancers hiding in plain sight. They could be anyone—your neighbor, your doctor, or even a local politician. Each member knows only two others to keep their operations secret and secure. This compartmentalized structure makes them difficult to expose, as their cells are scattered not just across the Freelands but throughout the continent.

They operate under orders from the elusive Twilight Council, a group of silver-masked leaders who pull the strings from the shadows. Whether you believe in them or not, by the time you realize they're real, you're already entangled in their dark plans. Either you become a new member or join their army of undead servants. The choice is seldom yours to make.

The ultimate aim of the Black Skull Brotherhood goes far beyond mere secret rituals or raising the undead. They have grand plans to seize control of major cities and strategic ports by infiltrating the upper echelons of political and economic power. With their members holding key roles in city councils, trade organizations, and royal courts, they quietly influence policy and manipulate events to suit their dark agenda.

Once they've established a stronghold in these centers of power, they intend to usher in a new, grim order controlled solely by their Twilight Council. And they're frighteningly close to achieving it. With their operatives everywhere and their undead armies on standby, the Brotherhood is a ticking time bomb of dark magic and political coup d'état, waiting for the perfect moment to strike. If left unchecked, their insidious plans could very well reshape the entire continent, plunging it into an era of death and darkness.



PART 1: HUNTING THE HAND

In this chapter, the characters are guided by the private investigator Nightshade to target the Shadow Hand smugglers. The investigation begins at the notorious Rat Tail Tavern, situated in the Waterfront's back alleys. Confronted with a hostile clientele, the party must decide between employing force or stealth to locate the Shadow Hand's hidden sewer entrance.

Once inside the sewer, they follow the Shadow Hand's markings to a concealed base that doubles as a dig site. Here, the party discover prisoners, including Lira Featherfoot, a bard who may have been met in a previous adventure, laboring on a tunnel that extends under Titan's Bay to Starwatch Island.

The realization that collapsing the tunnel would destroy the waterfront and cause immense damage to Haven intensifies the chapter's stakes. The characters must navigate this complex situation, contend with Shadow Hand's enforcers, and decide how best to handle the tunnel and its implications for the city's safety. The chapter concludes with Lira Featherfoot racing to summon city guards, leaving the party to continue their pursuit of the Shadow Hand and the mysteries of the tunnel.

RAT TAIL TAVERN

The Rat Tail Tavern is a seedy establishment located in the harbor district, known as the waterfront, in the city of Haven. With grimy windows, creaky floorboards, and the ever-present stench of cheap alcohol and stale fish, it's a place that caters to a rough crowd. Dimly lit by smoky lanterns, the main room is filled with an assortment of mismatched tables and chairs, often occupied by sailors, dock workers, and the overwhelming presence of Shadow Hand thugs. The walls are adorned with old, worn nautical memorabilia, adding to their shabby charm.

A weathered sign bearing the image of a rat with a severed tail hangs above the entrance, creaking in the sea breeze, a foreboding symbol to those who know the tavern's darker purpose. Concealed in a storage room off of the kitchen, a trap door with a ladder leads into the sewer tunnel below, providing secret access to the Shadow Hand's hideout.

INFILTRATING THE TAVERN

There are many ways the characters may decide to approach the tavern in order to explore and gather information. Here are a few ways they might decide to proceed, including possible challenges they may face:

FIGHTING

The party may choose to engage in open combat with the patrons and staff, including the Shadow Hand thugs.

Possible challenges:

- Resistance from patrons who are members of the Shadow Hand.
- Possible reinforcements if the guard in the kitchen is alerted
- Difficulty in gathering information once hostility has erupted.

INFILTRATION

Taking advantage of the chef's frustration over his missing staff, party members can pose as laborers for the kitchen.

Possible challenges:

- Need to convincingly impersonate staff (DC 13 Charisma (Deception) check).
- Must avoid detection by Shadow Hand members who might recognize them.
- Balance the act of performing kitchen duties while gathering information.

STEALTH

The party can choose to infiltrate the tavern stealthily at night when the kitchen is shut down and patrons are preoccupied in the common room.

Possible challenges:

- Sneaking past or neutralizing the guard in the kitchen (DC 15 Dexterity (Stealth) check)
- Avoiding attention from the common room while accessing the storage area
- If attempting to open the locked door to the alley (DC 17 Dexterity Check with Thieves' Tools),

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the Rat Tail Tavern:

1. COMMON ROOM

The common room serves as the heart of the Rat Tail Tavern. Filled with mismatched tables and chairs, it caters to an eclectic crowd of sailors, dock workers, and Shadow Hand members. A creaky stage stands in one corner, bearing the marks of many spilled drinks but rarely graced by live music. The lighting here is dim, and the air is tainted with the mingling odors of sweat, ale, and anticipation. Tension hangs thickly in the room, with conversations carried out in hushed tones and sidelong glances darting suspiciously. Laughter is scarce, replaced by an undercurrent of expectation.

Scattered among the regular patrons are three Shadow Hand **thugs** and three **spies** who keep a constant watch

in the common room, day or night. Meanwhile, a Shadow Hand **veteran** is indisposed in the toilet (area 1a), suffering from food poisoning. He will only emerge if a fight erupts and he has the poisoned condition.

MARLA GREYWATER

Marla Greywater (chaotic neutral, oceanic dwarf **commoner**), the middle-aged bartender of the Rat Tail Tavern, has seen her share of rough nights and hard days. Her face, though lined with wear, has a hardened kindness to it. Marla's demeanor is a blend of professional detachment and guarded anxiety. She's seen enough to know that asking too many questions can lead to trouble, especially with the Shadow Hand lurking about. A successful DC 14 Wisdom (Insight) check reveals her nervousness, particularly around certain patrons. She's clearly holding something back, but fear keeps her lips sealed.

A successful DC 17 Charisma (Persuasion) check can loosen her lips a bit, but not much. Marla is only willing to share the following if asked about anything or anyone unusual:

- "Just sailors and dock folk here, mostly. Nothing to write home about or ask about to closely mind you."
- "Now's not the time to be asking questions, dear. Best stick to your drink."
- "Something big coming up? Ha, probably just another shipment. Our storage room is a bit bare these days, as a matter of fact."
- "I can't say I know much, but folks have been more tight-lipped than usual. Maybe it's the weather; a storm is brewing; I can feel it."

GATHERING INFORMATION

A character attempting to eavesdrop on the hushed whispers who succeeds on a DC 15 Wisdom (Perception) check might overhear snippets of guarded conversation, such as "tonight's the night or "not too much longer," implying something is about to happen soon. However, the patrons are wary and unwilling to engage directly with the party if approached.

Performing. A character proficient with a musical instrument can make a DC 15 Charisma (Performance) check to lower the tensions in the room. This could lead to gathering more information about the comings and goings of the staff in the kitchen or other details at the GM's discretion.

STAFFING ISSUES

The character with the highest passive wisdom (perception) score might catch the chef's harried shouts from the kitchen (area 3) about missing staff, creating an opportunity for party members to pose as employees (see the "Infiltrating the Tavern" section and area 3).

2. HALLWAY

A narrow, dimly lit hallway connects the common room to the sleeping quarters (area 2a). The worn floorboards under the carpet creak with each step. The doors to the rooms are securely locked, requiring a successful DC 13 dexterity check using Thieves' Tools to unlock them.

Roll a d4 on the table below to determine what is in each room.

d4 Contents

- | | |
|---|---|
| 1 | A heated argument between two bandits over a recent card game loss |
| 2 | The sounds of measured grunting as a thug does push-ups |
| 3 | A small cache of stolen goods, including 50 gp and an engraved gold bracelet worth 25 gp. |
| 4 | A snoring veteran sprawled across the bed in a deep sleep. |

3. KITCHEN

The kitchen of the Rat Tail Tavern is a cramped and chaotic space, filled with the scents of simmering stews, roasting meats, and fresh bread. Pots and pans hang haphazardly from hooks, and the counters are cluttered with chopped vegetables and culinary tools. The constant clatter of activity echoes through the room, with steam rising from boiling pots, all orchestrated by the energetic and irate chef. A sturdy wooden door, locked and guarded at night, leads to a narrow back alley.

DAYTIME ENCOUNTER

Chef Thaddeus Bramblebeard is a portly orc with a fiery temper. His round face, flushed from the heat of the stoves, is framed by a white, flour-dusted chef's hat. His apron, stained with the evidence of many a meal, covers his stout frame. Though his hands are small, they move with deft skill and precision.

Thaddeus is known for his culinary talents and his equally impressive temper. He's frustrated and overwhelmed due to his missing staff, and this stress seeps into his interactions. He's prone to barking orders and complaining loudly, but beneath the bluster, he takes immense pride in his cooking.

- **Assistance.** If party members offer to help in the kitchen, Thaddeus may reluctantly agree, softening as they prove their competence. Successful DC 14 Wisdom (Cooking) checks can earn his trust and potentially lead to information or access to the storage room.
- **Distraction.** A creative distraction might allow other party members to slip into the storage room unnoticed. However, angering Thaddeus could have negative consequences.

Chef Quotes:

- "Where are those good-for-nothing scullions? I've half a mind to toss 'em in the stew!"

- "You think you can chop an onion? Prove it, and maybe I'll let you near my pots."
- "I've heard whispers, but a chef's place is by his stove, not eavesdropping on rogues."
- "Don't touch that! That's tonight's special, and it's got to be perfect."

NIGHTTIME ENCOUNTER

During the night, the kitchen takes on a more somber tone as the bustling activity gives way to silent vigilance. A lone Shadow Hand **thug**, armed and alert, keeps watch. The back door is securely locked (DC 17 Dexterity check using Thieves' Tools to unlock), and the thug will cry out to alert her comrades if she detects intruders. A stealthy approach or clever diversion may be necessary to gain access to the storage room and the hidden sewer entrance within.

4. STORAGE ROOM

The storage room is a cramped and musty space. Shelves sag under the weight of barrels, crates, and sacks filled with foodstuffs, spices, and occasional oddities. The room is thick with the smell of preserved meats, dried herbs, and damp wood. Against the far wall, a wooden trap door is poorly concealed under an empty crate.

The Grate. The trap door covers a narrow hole in the floor, leading down a rickety ladder into a dark sewer tunnel.

Disguise Supplies. Characters looking to pose as staff may find uniforms and aprons suitable for disguise, giving them an advantage on charisma (deception) checks made to blend in as tavern employees.



CHEF BRAMBLEBEARD

SEWER TUNNELS

The sewer tunnels beneath the Rat Tail Tavern are a network of dark, damp passageways filled with the sound of dripping water and the distant echo of city noises. The walls are slick with moisture, and the air is thick with the stench of decay. A single marking in Thieves' Cant, reading "tavern", is scrawled next to the ladder leading down, like a foreboding invitation.

Characters with a keen eye may notice scuff marks on the ground with a successful DC 15 Wisdom (Perception) check, revealing heavy traffic that has passed through this area and leading deeper into the tunnels.

Hazard: Sewage Air The foul air in the tunnels is filled with toxic fumes, and characters must make a DC 10 Constitution saving throw every hour or gain the poisoned condition until they leave the tunnels or take a short rest.

TRACKING TO THE HIDEOUT

Navigating the labyrinthine sewers to reach the Shadow Hand's hideout requires a series of DC 15 Wisdom (Survival) checks, needing 2 successes before 3 failures. On failure, the party encounters a random obstacle from the table below.

d6 Encounter

- | | |
|---|---|
| 1 | The party is attacked by 1d4 swarms of rats and 1d4 giant rats. |
| 2 | A collapsed wall blocks the path ahead, requiring a DC 15 Strength (Athletics) check and 1 hour of work to clear, or an additional Survival check to reach the hideout if the party chooses to backtrack. |
| 3 | A sudden rush of water threatens to sweep the party away. Each character must make a DC 15 Strength saving throw to resist, taking 2d8 bludgeoning damage and being poisoned on a failed save, or half as much damage and not being poisoned on a successful one. |
| 4 | A giant crocodile lunges out of the sewer waters at the party. |
| 5 | A hidden shrine to a forgotten deity of filth and decay. A successful DC 16 Intelligence (Religion) check allows a character to perform a ritual, granting the party resistance to poison damage and advantage on saving throws against diseases for 24 hours; a failure results in a curse, causing disadvantage on Constitution saving throws and halved healing for that character for 24 hours. |
| 6 | In the sewers, the party encounters a large spill of volatile alchemical substances. Carefully navigating this hazard requires a successful DC 15 Dexterity (Acrobatics) check to maneuver without mishap. Failure on either check results in the chemicals being disturbed, resulting in an explosion that inflicts 2d6 fire damage to all creatures within a 10-foot radius of the spill. |

SHADOW HAND HIDEOUT

The Shadow Hand Hideout is an underground facility located in the city's sewer system, specifically designed for a digging operation to Starwatch Island, creating a direct path for the coming undead invasion. The compact space is pragmatically laid out, comprising multiple chambers for different functions. Shadow Hand members, along with some summoned creatures, patrol the premises and supervise prisoners who are being used for manual labor. The site includes a guarded dig area that connects to the underground tunnel beneath Titan's Bay. The atmosphere is tense, and the smell of sewage is pervasive. Each room has its own designated purpose, from holding cells for prisoners to ritual spaces for magical activities.

GENERAL FEATURES

These general features are prominent throughout Shadow Hand Hideout unless otherwise noted in the area descriptions.

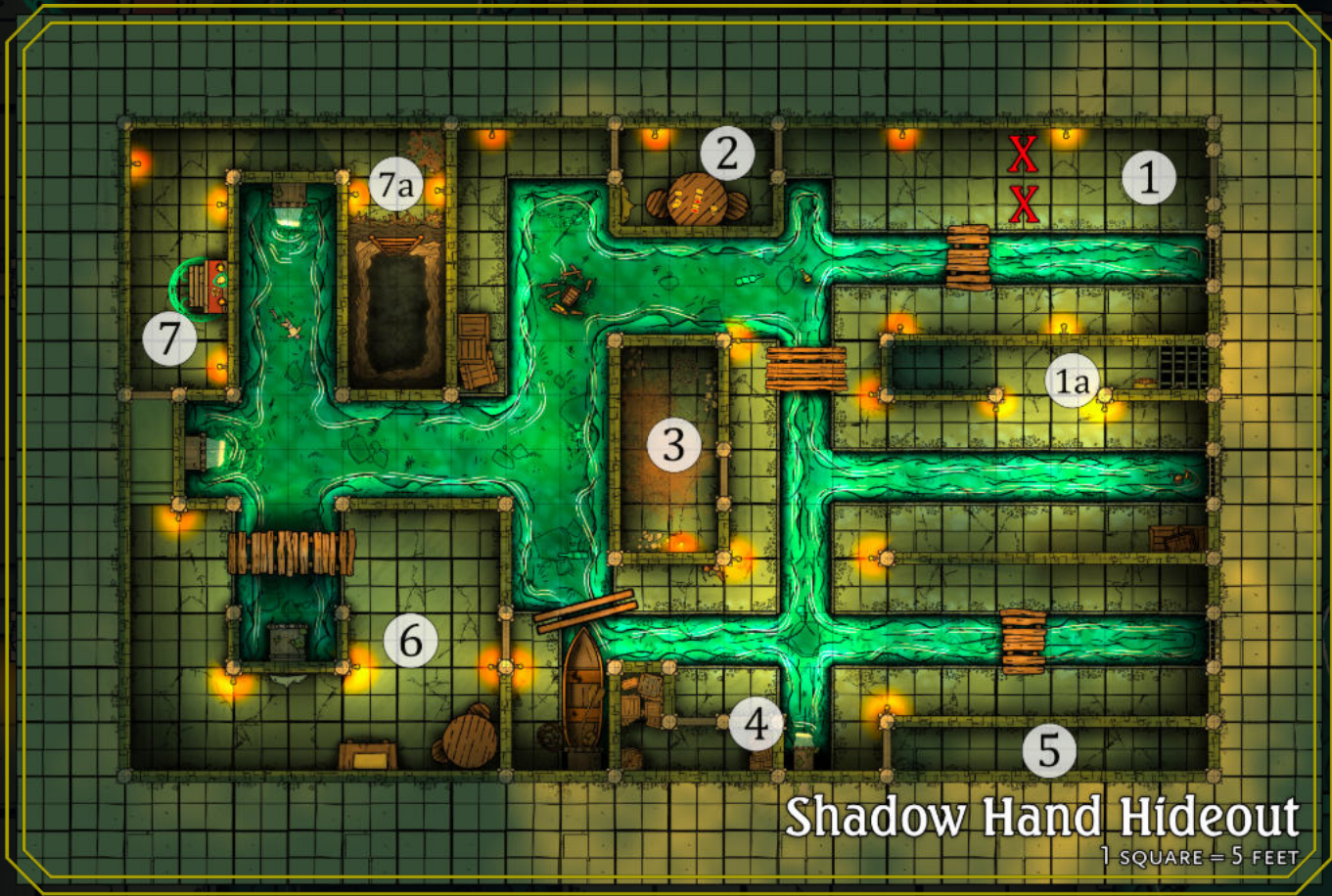
Ceilings, floors, and Walls. Ceilings throughout the hideout are approximately 8 feet high, unless otherwise noted. Floors are made of cobblestone, and walls are constructed from roughly hewn stone.

Doors. Doors in the hideout are mostly rusted iron doors (AC 18, 25 hit points, immunity to fire, poison, and psychic damage). Locked doors can be opened with a DC 15 Dexterity check using thieves' tools or forced open with a DC 15 Strength (Athletics) check.

Lights. The hideout is brightly lit by torches affixed to the walls.

Climate. The air in the hideout is damp and musty, owing to its proximity to the sewers. This doesn't have any mechanical effect but may affect characters with a heightened sense of smell.

Toxic Sewage. Creatures entering or starting their turn in the sewer's hazardous waters must make a DC 14 Constitution saving throw. On a failure, they take 1d8 poison damage and become nauseous, suffering disadvantage on ability checks and attack rolls for 1 hour.



Shadow Hand Hideout

1 SQUARE = 5 FEET

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the Shadow Hand Hideout.

1. ENTRYWAY

This is the initial entry point into the Shadow Hand's hideout, and a symbol in Thieves' Cant stating "dig" is painted in blood on the wall near the door.

Trap: Tripwire. A tripwire is laid across the path (marked with an X on the map) that can be noticed by a character who succeeds on a DC 15 Wisdom (Perception) check. When activated, it releases a flurry of poison darts from the northern wall. Each creature within 5 feet of the area marked with the X must make a DC 15 Dexterity saving throw, taking 1d4 piercing and 1d6 poison damage on a failed save, or half as much damage on a successful one. Additionally, the wire rings an alarm bell in the Guard Room (area 2). To disarm the trap, a character must succeed on a DC 15 Dexterity (Thieves' Tools) check, or they can simply step over it. However, cutting the wire causes the bell in Area 2 to fall, alerting the guards but not triggering the darts.

1A. TOXIC GRATE

This elongated room is distinguished by a metal grate on the floor and an adjacent turnwheel. Inside the grate is the skeleton of a former halfling adventurer and a backpack that contains a pouch of 20 gp, a *dagger +1*, and the remains of an explorer's pack minus rations. The grate can be forced open with a successful DC 15 strength check. However, turning the wheel initiates a surge of poisonous sewage to fill the pipe holding the skeleton and then flood the room. Creatures in the area must succeed on a DC 15 Dexterity saving throw or suffer 2d6 poison damage and be poisoned for 1 hour. Additionally, the area is flooded with toxic waters (see General Features).

2. GUARD ROOM

This rectangular room features a simple wooden table and chairs in its center. Damp, aged walls surround the space, and the flickering light from a pair of torches casts moving shadows. Two Shadow Hand **veterans** are engrossed in a card game at the table.

Should the alarm in the entryway (Area 1) be triggered, the guards leave their card game and move to investigate. One of the guards carries a key that unlocks the door to the prisoner quarters (Area 3).

3. PRISONER QUARTERS

The locked iron door (see General Features) that secures this room can be unlocked with a key carried by one of the Shadow Hand veterans in Area 2. The ground is uneven and caked with a mixture of mud and filth, and the air is laden with an almost palpable sense of despair.

Slumped in the corner is the corpse of a lone human male prisoner. The body is gaunt, with hollow eyes and taut, ashen skin stretched over protruding bones. The corpse's clothing is threadbare and stained with both old and recent filth.

The following information can be gathered by a character examining the body:

- A successful DC 12 Wisdom (Perception) check reveals that the corpse has dirt lodged under its fingernails and dried mud caked onto its boots that doesn't appear to be from the sewer. There's also a noticeable smell of seawater lingering about it.
- A successful DC 15 Wisdom (Medicine) check indicates that the prisoner died of dehydration and malnutrition.

4. ALCHEMICAL STORAGE

The door to this room is locked (see General Features), and there isn't a key. This L-shaped chamber is packed with crates and barrels stacked in a disorganized manner, and there is an acrid stench in the air coming from the crates. A character who succeeds on a DC 15 Intelligence (History) check recognizes the symbols on the crates as belonging to an alchemist from Haven whose shop blew up a decade ago.

Characters who investigate the crates must succeed on a DC 15 Dexterity (Sleight of Hand) check to sift through them safely; otherwise, a crate explodes, dealing 2d6 fire damage to all within a 10-foot radius, including destroying the crate below it. On a successful check, the character identifies the volatile nature of the contents and can set them aside carefully. Beneath the volatile crate is another containing a *potion of healing* and a small locked chest. Unlocking the chest requires a successful DC 15 dexterity check using Thieves' Tools, and it contains a stash of 50 gp.

5. HIDDEN STASH

The walls of this narrow chamber are adorned with graffiti of varying styles and ages. Among this tangle of clandestine art are directions to a hidden stash. A character who understands Thieves' Cant or who succeeds on a DC 18 Intelligence (History) check can decipher the hidden message within the graffiti, directing them to a loose stone in the eastern wall.

The loose stone is trapped by a hidden mechanism that sprays acid when disturbed. A successful DC 16 Wisdom (Perception) check notices the trap, and it can be disarmed using Thieves' Tools and a successful DC 15 Dexterity check. On failure, the trap triggers, spraying the area with acid. Each creature within 5 feet of the stone must make a DC 14 Dexterity saving throw, taking 2d6 acid damage on a failed save or half as much damage on a successful one.

Once the stone is safely removed, a hidden compartment is revealed. Inside are a set of thieves' tools, a disguise kit, and a pouch containing 20 gp.

6. COMMAND ROOM

The U-shaped room wraps around a swirling section of foul sewage. A makeshift plank bridge, pieced together with mismatched boards, connects opposite sides of the room over the waste flow. Torches secured in rudimentary wall sconces provide flickering illumination. This chamber is the nerve center for coordinating the hide-out's dig site.

Stationed in this chamber are a Shadow Hand **veteran**, a **cult fanatic**, and two snarling **death dogs**. The humans are deeply focused on studying maps and documents spread across a makeshift table, while the death dogs are working over the remains of a dismembered arm.

Hazards: Unsteady Bridge Crossing the makeshift plank bridge is a risky endeavor. A DC 12 Dexterity (Acrobatics) check is needed to safely navigate it. A failure leads to a fall into toxic waters (see General Features below).

Documents and plans. The table is strewn with blueprints, letters, and tactical notes. A character looking through them who succeeds on a successful DC 16 Intelligence (Investigation) check finds the following information:

- Layouts detailing information about the dig site
- Correspondence detailing recent acquisitions of artifacts.
- An encoded note hinting that something of significant power is on the verge of discovery.

7. RITUAL CHAMBER

This chamber holds a dark stone altar cloaked in a miasma of arcane energies. The walls are festooned with disconcerting symbols, sketched in a substance that appears eerily similar to dried blood. Hovering orbs imbued with dim arcane light float near the ceiling, casting an ethereal glow over the room. The room reeks of necrotic energy, as if death itself has taken residence.

Hazards: psychic backlash Any attempts to disrupt the ritual or desecrate the altar provoke a psychic backlash. Those who do so must succeed on a DC 15 Wisdom saving throw or suffer 2d8 psychic damage and be stunned for 1 minute.

Necromantic Symbols. A DC 16 Intelligence (Arcana) check reveals that the symbols etched into the walls serve as conduits for empowering the undead, aligning with the chamber's intent to fortify the undead that will participate in an impending invasion. A DC 18 Wisdom (Religion) check allows a character to understand the correct sequence of actions to safely dismantle the altar and neutralize its dark influence.

7B. DIG SITE ACCESS

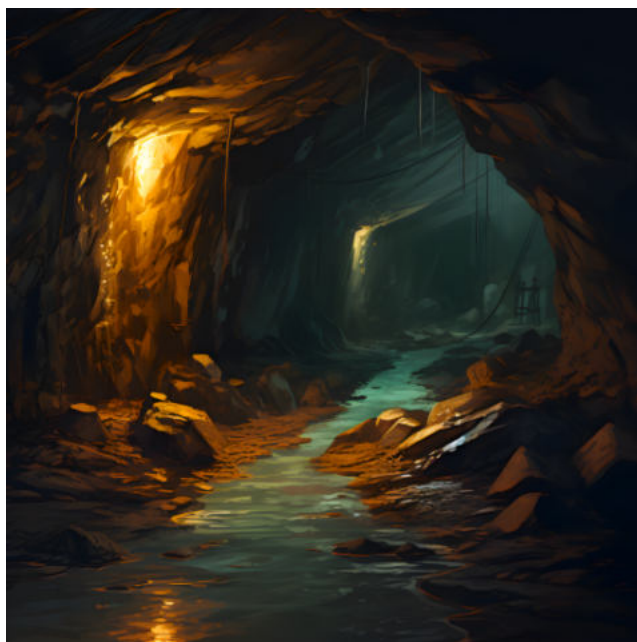
This chamber contains a gaping hole in its center, about 10 feet in diameter and 40 feet deep. Sturdy ladders are securely anchored to the side of the hole, descending into the unseen depths below. Two muscle-bound Shadow Hand **thugs** keep a vigilant watch over three diggers working in the pit.

A small group of prisoners are laboriously reinforcing the bottom of the pit with their faces covered in grime and sweat. Among them is Lira Featherfoot (chaotic neutral, halfling **bard**; see Appendix), who may be recognized by the party if they encounter her at Wisteria Manor in *The Haunting of Wisteria Manor* adventure. Typically a plucky and lively entertainer, the bard is listless and covered in bruises from resisting her captors. Her face is grim, but a fire is in her eyes as she takes charge of the surviving diggers and promises to get the guard forces and bring them here to support the party.

If the characters take either of the thugs prisoner, a successful DC 17 Charisma (Persuasion) check while interrogating them reveals critical information, such as the following:

- Attempts to collapse the tunnel will cause catastrophic flooding from the bay, endangering not just the sewer system but causing structural damage throughout the entire Waterfront District.
- While they don't know the specifics, they are aware that they are expecting forces to arrive sometime in the next 24 hours through the other end of the tunnel.

A DC 17 intelligence (investigation) check allows a character to confirm the warnings about the dangers of collapsing the tunnel. Once the party begins to travel through the tunnel, proceed to Part 2: The Cursed Fleet.



PART 2: THE CURSED FLEET

The characters emerge from the underground tunnel to find themselves near the Starwatch Lighthouse, which has been overtaken by a nightmarish coalition of Shadow Hand agents and undead minions. Battling their way upward through the lighthouse, they discover the bound and desperate keeper at the summit. The stakes are raised when they learn of a menacing fleet of dark ships approaching through a magical fog. With quick thinking and a dash of luck, either through the keeper's guidance or a nearby "Book of Signals," the party manipulates the lighthouse's beacon to send false signals. The trick works; the fleet crashes into hidden rocks and sinks, but not before unleashing an army of undead who survive the shipwreck. As these monstrosities begin their inexorable march onto the island, Captain Zahlia and a squad of city guards arrive just in time to provide support. Taking up positions to defend the tunnel, they join forces with the party to prepare for a grim and gritty showdown against the undead.

STARWATCH ISLAND

Starwatch Island is a secluded, circular haven located about a half-mile off the coastline of Titan's Bay. Hemmed in by jagged rocks and choppy waters, the island is not just a point of interest but a lifesaver, directing sailors through the treacherous tidal currents of the Azure Sea. Standing sentinel in the island's heart is Starwatch Lighthouse, an imposing structure fashioned from pale blue-gray stone and weathered bronze. Its luminous beacon serves as an indomitable guide for vessels, piercing the shroud of darkness to navigate them clear of nearby hazards.

At the helm of this maritime fortress is Keeper Gregor Tidebreaker, a gruff, ocean-hardened dwarf who takes his duties seriously. Under his vigilant watch, the lighthouse has become a beacon of hope and safety, welcoming weary seafarers to the protective embrace of Haven's Harbor. As unyielding as its guardian, the lighthouse shines its ceaseless light across the bay, standing guard against the myriad threats that venture too close to its island sanctuary.

LIGHTHOUSE GENERAL FEATURES

These general features are prominent throughout Starwatch Lighthouse, unless otherwise noted in the area descriptions.

Ceilings, floors, and Walls. The interior of the lighthouse is constructed of the same blue-gray stone as its exterior, lending a cool, monolithic feel to the rooms. Floors are of polished wood, worn down by the tread of countless boots over the years. The ceilings on both floors are 30 feet high.

Doors. Most doors within the lighthouse are made of reinforced oak bound with iron. They are equipped with standard locks that can be picked with a DC 15 dexterity check using thieves' tools.

Lights. The lighthouse is intermittently lit by aged lanterns hanging from hooks on the walls, casting a dim, eerie glow that barely illuminates the enclosed spaces.

Climate. Due to its proximity to the sea, the lighthouse is often damp and cold. The air carries a persistent scent of salt and brine, mingling with the more domestic smells of oil and wood.

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of Starwatch Island.

1. TUNNEL ENTRANCE

As the party emerge from the tunnel, the sight of Starwatch Island and its lighthouse unfolds before them. The island itself is a circular stretch of land, populated by sparse vegetation and surrounded by treacherous rocks jutting out of the sea. Sitting prominently on the island is the Starwatch Lighthouse, a towering structure constructed of pale blue-gray stone and weathered bronze. Its presence is reassuring yet solemn, as if standing vigil against the hazards that lurk in the surrounding waters. The lighthouse's beacon is noticeably dim, casting a feeble light that struggles to penetrate the gathering fog.

2. DOCK

The dock serves as a vital lifeline for ferrying supplies to the lighthouse. A few crates sit at the end, filled with empty bottles and trash to be sent back into the city.

3. COMMON AREA

Once a gathering point for hearty meals and maritime tales, the common area is now a canvas of chaos and foreboding. The wooden table, once used for communal feasts, lies toppled on its side, as if thrown in a moment of frantic struggle. Utensils and pots, some still filled with the cold remnants of vegetable stew, lay strewn haphazardly across the stone-tiled floor. A lantern, hanging askew on a rusted hook, casts erratic shadows that leap across the room like restless spirits.

Standing in the center of the room are two **zombies**, newly raised from the corpses of the former lighthouse attendants. Adding to this grim tableau is a jittery Shadow Hand **thug**, nervously pacing back and forth, his shortsword glinting dully in the lantern light. His name is Jack, and he can be convinced to surrender with a DC 15 Charisma (Persuasion) check if the zombies are slain first. On a success, he begs mercy and to be let go after explaining that he had no idea that the



1

3a

3

2

X

X

X

Starwatch Island

1 SQUARE = 5 FEET

undead were involved in the Shadow Hand's plot to take over the city; he was just a smuggler. He doesn't know the full plans, only that he was sent here to help "Master Ignatius," who is in the chambers above.

Treasure. Upon closer inspection and a successful DC 13 intelligence (investigation) check, the fireplace seems to have a loose stone. It hides a small stash, including a tarnished silver locket (2 GP) and an aged journal detailing treacherous sea routes written by what appears to be an unnamed pirate.

3A. STORAGE ROOM

The door to this room is locked (see General Features). Inside, the room is neat and untouched, filled with crates and barrels neatly stacked against the walls. Shelves hold oil lamps and emergency rations. It smells like salt and wood. Everything seems to be in its place, waiting to be used. If a character succeeds on a DC 12 Wisdom (Perception) check, they notice a hidden bottle of fine brandy (5 gp) tucked behind some crates.

4. KEEPER'S QUARTERS

This room exudes maritime charm, brimming with personal effects that tell the story of Keeper Gregor Tidebreaker's life at sea. Amid a cluttered mahogany desk covered in navigational charts, a well-worn book detailing lighthouse signal protocols stands out. Oil paintings of sweeping seascapes decorate the walls. Tucked away in a corner is a locked footlocker, its aged wood banded with rusty iron.

A successful DC 15 dexterity check using Thieves' Tools unlocks the footlocker, revealing vestiges of Gregor's former life. Among them are a tarnished cutlass and a stack of faded letters bound with a red ribbon. The letters, upon closer inspection, hint at clandestine rendezvous and smuggled treasures, subtly suggesting a less-than-reputable past.

5. BUNK ROOM

Two unkempt beds stand on opposite walls with torn sheets and overturned nightstands. Amidst the disarray, characters who succeed on a DC 12 Wisdom (Perception) check discover a small pouch under one of the mattresses holding 10 GP.

6. BEACON CONTROL ROOM

This chamber sits at the apex of Starwatch Lighthouse, where Keeper Gregor Tidebreaker should be executing his solemn duty. Gregor (neutral, good, oceanic dwarf **bandit captain**) is bound to a chair and gagged, his eyes reflecting a defiant spirit despite his dire situation and the blood spilling from a head wound; he has 1 hit point remaining. A **wight** and **zombie** loom ominously by his side, the wight instantly recognizable as Lenny the Talon thug, who was killed in a failed assassination attempt (see *The Talon's Mark* adventure) and then raised to the Undead. Lenny is holding a sword to the



Keeper's chest. Next to them stands the Black Skull Brotherhood necromancer Ignatius Wraithbinder (a **necromancer disciple**; see Appendix), adorned in robes as dark as his intentions.

Read aloud or paraphrase the following when the party enters this room:

The chamber at the lighthouse's apex is awash in a dim, eerie glow that casts unsettling shadows on its stone walls. Essential navigational equipment and maritime charts lie scattered across the room. At the center, a dwarf sits bound to a chair, his craggy face marred by a bleeding head wound yet animated by an indomitable spirit.

Beside the dwarf stands a pallid figure with ashen skin and vacant, glassy eyes, his mouth twisted in a grotesque grin. On his other side, a second figure looks more animated but no less unsettling: its sunken eyes are filled with malicious intent, and it menacingly holds a sword to the dwarf's chest.

In contrast, a third figure in dark, light-absorbing robes exudes an aura of malevolent control. His skin is an unsettling shade of alabaster, and his lips curl into a contemptuous sneer as he speaks. "So, the interlopers arrive. A life for a life; a tempting proposal, is it not?"

Regardless of the characters' actions, Ignatius has no desire to spare them. He sneers at any attempts to glean information from him and belittles the characters as nothing more than sacks of flesh that he will turn into meat puppets. Lenny is holding an attack action, and at the first sign of hostility from the party or at Ignatius's order, he rams his sword into Gregor's chest, reducing the Keeper to 0 hit points. The characters have 2 rounds to reach him and succeed on a DC 13 Wisdom (Medicine) check or use another form of healing to stabilize him before he dies.

DEVELOPMENTS

The necromancer remains tight-lipped if captured, refusing to divulge any details of the plot. However, a DC 15 intelligence (investigation) check on his person finds a cryptic note tucked into a hidden pocket with nautical data—phases of the moon and tidal timings—hints that a fleet is set to arrive during a specific tide in less than 2 hours.

If Gregor is saved from death, he can assist the party by using the beacon to give false instructions to the incoming fleet. Alternatively, the characters can use the book found in his quarters (area 4) to determine the proper signals to run the fleet into the nearby rocks.

THE UNDEAD FLEET

A formidable fleet of undead-controlled ships, obscured by magical darkness and fog, is making its way toward the island. The tension peaks as these vessels materialize from the mist. If the party is successful in manipulating the beacon, the majority of this fleet will crash into the treacherous rocks surrounding Starwatch Island, although some undead will survive and reach the island. If the beacon is not used, the city's defensive fleet will intercept the undead ships, albeit at a disadvantage, and a few will make it to the island.

Once the fleet has arrived, read aloud or paraphrase the following:

The night sky transforms into an abyss, its vast emptiness swallowing any lingering light. A mist begins to shroud the ocean's surface, so dense that it's as if one could reach out and touch it. Within this spectral haze, the lighthouse's beacon remains a lone sentinel, its luminous glow offering a fragile stand against the encroaching darkness.

Slowly, almost whispering through the fog, the outlines of ships begin to take form. They loom like ominous specters—great wooden hulls draped in tattered sails. Each row materializes as if conjured by some dark sorcery, revealing an armada so extensive that it defies comprehension.

Yet what truly steals one's breath is not just the multitude of ships, but their grotesque crew. Skeletal figures clad in rotting armor crowd the decks, their bony fingers grasping rusted cutlasses. Among them lurk figures whose flesh sags from their bones, waterlogged and decayed, a testament to a death at sea. Beings of unspeakable horror—neither truly alive nor completely dead—swarm across the fleet, an overwhelming tide of malevolence that freezes the soul. For a moment, the air itself seemed to pause, held captive by the sheer scale of the impending doom.

If the party saved Keeper Gregor from the brink of death, he would offer his expertise in beacon operation to deceive the approaching fleet. Using his intimate knowledge of navigational signals, Gregor manipulates the beacon to send false instructions to the undead fleet, leading them towards a series of treacherous rocks. Alternatively, the characters can refer to a book found in Gregor's quarters (area 4), which also details the necessary signals to sabotage the fleet's approach.

If the beacon is used to trick the fleet, read aloud the following:

The beam of the lighthouse beacon swivels and shifts, blinking in an arcane sequence of signals. For a moment, the ghostly armada seems to hesitate, its unnerving crew seemingly caught in a collective pause. Then, as if heeding some malevolent command, the dark ships begin to change course, veering sharply toward the jagged rocks that line the island's perimeter.

With an anguished cacophony of splintering wood and shattering bone, the majority of the fleet meets a devastating end, shattered upon the unforgiving rocks. A few ships narrowly evade the deadly obstacle, their grotesque crew hissing in frustration, but their numbers are now drastically reduced.

SUPPORT ARRIVES

If the party successfully uses the beacon to deceive the fleet, most of the enemy ships are led astray and crash into the rocks. A few, however, skillfully avoid the trap. From those, a limited number of undead creatures survive and wade ashore. But before they advance far, the city's defensive fleet of oceanic dwarf ships intercepts them, cutting down their numbers further.

If the party fails to use the beacon, the city's defensive fleet manages to intercept the majority of the undead fleet, but at a clear disadvantage. One ship evades the interception and disembarks undead forces on the island.

Either way, the timely arrival of Lira Featherfoot, Sergeant Zhalia, and a dozen city guards bolsters the party's defenses. Recognizable from previous adventures, they waste no time, setting up barricades around the tunnel entrance, ready for the looming confrontation.

Read aloud or paraphrase the following as the city fleet and guard arrive on the scene:

Almost as if on cue, the mist starts to lift, revealing the approach of dwarf-crafted warships, their bronze-clad hulls gleaming in the lighthouse's glow. Cannons roar their challenge as a battalion of oceanic dwarves engage the undead vessels, weapons clashing in a maelstrom of steel and bone.

Emerging from the tunnel onto the island, a fresh wave of city guards strides forth, shields raised and swords at the ready. At their forefront is a familiar figure: Lira Featherfoot, her eyes twinkling with a mischievous spark. Lira looks around, taking in the scene. With a grin, she calls out, "Looks like you could use some help! The guard leader steps forward and chuckles, unsheathing her sword and nodding in agreement.

If the characters have already met Sergeant Zhalia (see below) in *The Talon's Mark*, she greets them with a nod and a promise of aid. Barricades are quickly erected around the tunnel entrance, creating a stronghold from which to repel the surviving undead. She is accompanied by a dozen city guards, who begin setting up wooden barricades to defend the tunnel entrance.

SERGEANT ZHALIA

Sergeant Zhalia (lawful good, brass dragonborn **sergeant-at-arms**; see Appendix) is a soldier of imposing stature, her shimmering scales capturing light even in darkness. Her deep gold eyes are analytical, revealing her commitment to Haven and the weight of her responsibility. Zhalia's immaculate city guard armor reflects her disciplined nature and the pride she takes in her role as protector of the city.

Trait. "Order and discipline are the pillars of a just city. Without them, chaos reigns."

Bond. "These streets are under my watch. Every innocent life lost is a wound to my very soul."

Flaw. "Sometimes I push myself to the edge, forgetting that even I have limits. Can't I catch a break?"

BEACHFRONT BATTLE

This battle unfolds in three escalating waves. The severity of the undead forces depends on whether the party succeeded in using the lighthouse beacon to sabotage the fleet.

If the party used the beacon, use the areas marked with red Xs on the provided map of the island as the points where the wave's enemies emerge. Otherwise, the undead surge from their ship onto the dock (area 2).

Each wave's enemies converge towards the tunnel entrance, where the twelve city **guards** have set up barricades. Each 5-foot section of the 10-foot-wide barricade has AC 12, 25 hit points, and is immune to poison and psychic damage.

Additional Support. At any point during the battle where the characters are in need of assistance, Sergeant Zhalia or Lira can join the fray with a helping hand or a well-timed *potion of healing*.

WAVE 1: SKELETON SURGE

The number of enemies that emerge is dependent on the party's actions.

- If the beacon was used, there would be six **skeletons** spread equally among the emergence points.
- If the beacon is not used, there are twelve **skeletons** that surge onto the docks.

Wave End. This wave lasts for 5 rounds, or until all the skeletons are defeated.

WAVE 2: REINFORCED ASSAULT

A **wight** pulls itself onto the docks and roars a challenge at the party, accompanied by a group of skeletons and zombies. The numbers that emerge are dependent on the party's actions:

- If the beacon was used, there are two **skeletons** and two **zombies** that emerge.
- If the beacon is not used, there are four **skeletons** and four **zombies** that emerge.

Wave End. This wave lasts until all the enemies are defeated.

WAVE 3: SPECTRAL ONSLAUGHT

The final wave consists of a **wraith** and two **specters**, arising amid a burst of necrotic energy at a point near the tunnel entrance.

Read aloud or paraphrase the following to describe the emergence of the last wave:

The atmosphere grows dense and cold, with shadows coalescing into chilling tendrils of mist. From this darkness emerges a figure shrouded in tattered, ethereal robes, its face a hollow void, and its eyes like burning coals. Flanking it are two lesser forms, their bodies mere shadowy silhouettes of what they once were. A pulse of malevolent energy radiates from the central figure, withering the life around it.

"Your souls are already mine! Soon you shall comprehend torments unknown to the living," the cloaked figure rasps, its voice the epitome of despair.

Hazard: Necrotic Field The burst creates an area of necrotic energy in a 30-foot radius centered on the wraith. Creatures entering or starting their turn in this area take 1d6 necrotic damage. This field lasts until the wraith is defeated.

CONCLUSION

If the characters succeed in their mission to sink the fleet and thwart the undead invasion, they'll have dealt a devastating blow to the Black Skull Brotherhood and the Shadow Hand. With this, Haven's leaders, the Council of Seven, recognize them as heroes. They receive commendations and an award of 1,000 GP as well as a choice of magic items (at the GM's discretion) from the city armory for their efforts.

The characters are now major players in a larger game of intrigue and power. Organizations interested in combating dark forces, such as the Violet Guardians, may seek them out, offering new quests to purge the evil lurking in the shadows of the world. Their fight against the undead may be won, but the journey to unearth and dismantle the webs of evil spun by the Black Skull Brotherhood is just beginning.

NIGHTSHADE'S DISCOVERY

Nightshade is deeply grateful for the party's efforts. He shares new leads linking the Black Skull Brotherhood to more potent forces in the Freelands. These hints point towards yet another, larger evil, opening avenues for further adventures. Nightshade also continues his investigations and search for the Shadow Hand leader known as Crow, now with credible evidence against the Shadow Hand and their deeper plots.

LIRA'S HEROIC TALE

Lira Featherfoot immortalizes the adventure in song, turning the party into local legends. Her compositions not only entertain but serve as a cautionary tale, reminding the denizens of Haven that vigilance is the eternal price of peace.

THE TUNNEL'S AFTERMATH

As for the collapsed tunnel beneath the bay, experts from Haven have ensured it poses no further risk. However, discussions ensue about how such a massive breach of security occurred in the first place, leading to reforms in the city's defenses.

THE DM TOOL CHEST

CREDITS

Author: TJ Phoenix

Production & Design: THE DM TOOL CHEST

Cover Illustration: Midjourney

Cartography: TJ Phoenix, assets from Skront's Stuff, The MAD Cartographer

Interior Illustrations: Midjourney

LICENSING

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>

"Legacy of the Damned" © 2023

The DM Tool Chest, Author TJ Phoenix

APPENDIX

BARD

A bard is a spellcaster and performer who draws on a magical connection to art and music. Wielding a diverse array of spells, a bard can charm, heal, and inspire allies or befuddle and bewitch foes. Often armed with a musical instrument, which may double as an arcane focus, bards travel the lands singing epic tales, unearthing lost secrets, and making friends—or enemies—wherever they go. Whether swaying a crowd with a stirring ballad, calming a raging beast with a soothing melody, or using their abilities in a myriad of creative ways, a bard's magical arts are as versatile as they are captivating.

BARD

Medium Humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	16 (+3)

Skills Deception +5, Performance +5, Sleight of Hand +4

Senses passive Perception 11

Languages Common plus any two languages

Challenge 2 (450 XP)

Proficiency Bonus +2

Spellcasting. The Haven Bard is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Haven Bard knows the following bard spells:

Cantrips (at will): *minor illusion, vicious mockery*

1st level (4 slots): *charm person, disguise self, expeditious retreat, sleep*

2nd level (2 slots): *invisibility, suggestion*

Street Savvy. The bard has advantage on Intelligence (Investigation) and Wisdom (Insight) checks made to gather or understand information in urban environments.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Distraction Performance (Recharge 5-6). The bard gives a captivating performance, distracting all hostile creatures within 30 feet that can see and hear it. Each creature must succeed on a DC 13 Wisdom saving throw or have disadvantage on Perception checks and attack rolls until the start of the Haven Bard's next turn. This action doesn't affect creatures immune to being charmed.

BONUS ACTIONS

Bardic Inspiration (3/Day). The Haven Bard can choose one creature other than itself within 60 feet who can hear it. That creature gains a d6 Bardic Inspiration die. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

NECROMANCER DISCIPLES

Necromancer Disciples are the sinister acolytes of dark magic, often serving a higher cabal or a powerful necromancer in the quest to conquer life and death. Cloaked in the shadows of secrecy, these disciples are versatile spellcasters who specialize in spells that sap the living, bolster the undead, and terrify the mind. Though they may present a facade of normalcy in daily life, their true natures are revealed in hidden chambers where they conduct morbid rituals and nefarious schemes. Working behind the scenes, they often infiltrate communities, working to further the dark agendas of their masters. Often well-read and cunning, they are as dangerous in a magical duel as they are in psychological warfare. With a staff in hand and a spellbook at their side, they seek to spread the dark influence of necromancy throughout the world.

NECROMANCER DISCIPLE

Medium Humanoid (any race), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Int +5, Wis +4

Skills Arcana +5, History +5

Condition Immunities frightened

Senses passive Perception 12

Languages Common plus any two languages

Challenge 3 (700 XP)

Proficiency Bonus +2

Dark Devotion. The disciple has advantage on saving throws against being charmed or frightened.

Spellcasting. The disciple is a 5th-level spellcaster. Its primary spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, poison spray, ray of frost*

1st level (4 slots): *false life, mage armor, ray of sickness*

2nd level (3 slots): *blindness/deafness, ray of enfeeblement*

3rd level (2 slots): *animate dead, fear, vampiric touch*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

SERGEANT-AT-ARMS

A Haven Sergeant-at-Arms is a seasoned soldier of the city watch, often with a storied history of defending Haven from numerous threats, both from within and without. Whether patrolling the labyrinthine streets of Sages Quarter, standing guard on the imposing walls of the Shield, or escorting city officials in the bustling Waterfront, the Sergeants-at-Arms are ever vigilant, their steely gaze ever watchful for signs of unrest and danger. They carry with them an air of authority, respect, and quiet determination, earned through blood, sweat, and countless battles. Their tireless dedication to the defense of Haven instills a sense of security among the populace, making them a lynch pin in maintaining the city's stability.

SERGEANT-AT-ARMS

Medium Humanoid (any race), any alignment

Armor Class 17 (half plate, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages any two languages

Challenge 3 (700 XP)

Proficiency Bonus: +2

Standard Bearer. The sergeant-at-arms has advantage on Wisdom (Perception) checks and on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The sergeant-at-arms makes two melee attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

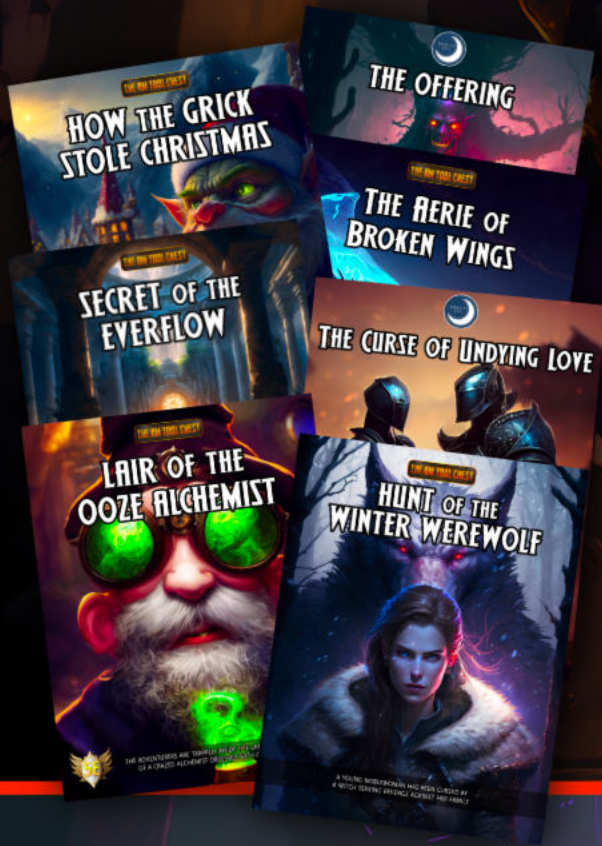
Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Command (1/Day). The sergeant-at-arms targets one allied creature it can see within 30 feet of it. If the target can hear and understand the sergeant, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

REACTIONS

Defender. When a creature within 5 feet of the sergeant-at-arms that he can see is targeted with an attack, the sergeant can impose disadvantage on the attack roll. The sergeant must be wielding a shield.

WANT MORE AWESOME 5E CONTENT LIKE THIS?



- 1,000+ PAGES OF**
- **ADVENTURES**
 - **VTT READY MAPS**
 - **MAGIC ITEMS**
 - **MONSTERS**
 - **SUBCLASSES**
 - **SPELLS**
 - **& MORE**

CLICK BELOW TO GAIN ACCESS TO OUR LIBRARY

STARTING AT \$5

[PATREON.COM/THEDMTOOLCHEST](https://patreon.com/thedmtoolchest)

ADVENTURE MORE, WORRY LESS